

Grand Theft Auto IV

Video Editor

Clip Capture

Before you can begin making Videos, you need to capture some footage from the game. The segments of game footage you capture and store are known as Clips. Clip Capture can be turned On or Off in the Game subsection of the Pause menu, and is set to On by default. When Clip Capture is On, the game is constantly recording everything you see. When you experience something you want to save, press F2. Captured footage will be the action that occurs PRIOR to pressing F2.

A message will appear letting you know a Clip is being captured. The game will capture 30 to 40 second long Clips, depending on your game settings and computer specs, so you should have a bit of time after an event occurs to save it. The game is continuously recording, even while you are saving your current Clip. Capturing a Clip right after saving a Clip will result in some overlap of Clip content. Note that the game will only record gameplay and not cutscenes or mini-games.

Once you've recorded a few Clips, you can head into the Video Editor by accessing it through your in-game mobile phone.



Clips Section

Entering the Video Editor from the in-game mobile phone first brings you to the Clips section. This section organizes all your captured Clips chronologically in named menus (Favorites, Today, This Week and Archives).

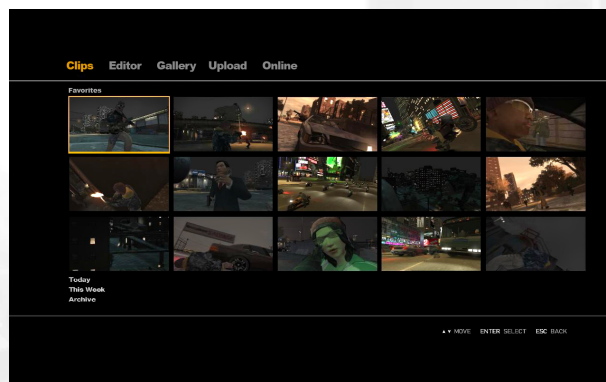
Clip Viewer

Double click a Clip to watch it in the Clip Viewer. The Clip will begin playing automatically. To stop it at any time, click the Pause button, or press the Spacebar. You can also Rewind or Fast Forward the Clip by clicking the buttons on the Clip Viewer's Toolbar, or by pressing the Left and Right Arrow keys on your keyboard. Right clicking the Rewind and Fast Forward buttons advance or reverse your Clip one frame at a time, the Up and Down Arrow keys are the keyboard shortcuts for this feature.

You can also hold the Right Mouse button down and move the mouse to maneuver the camera around your character. While holding the Right Mouse button, you can also use the W and S keys to zoom in and out. At any time, you can update the Clip's thumbnail by hitting U on your keyboard. This makes the frame you're on the new thumbnail for the Clip, which will help you locate it later on when you want to use it in a Video. Once you've finished reviewing your Clip and setting a thumbnail, you can back out of the Clip Viewer by pressing the Esc button on your keyboard.

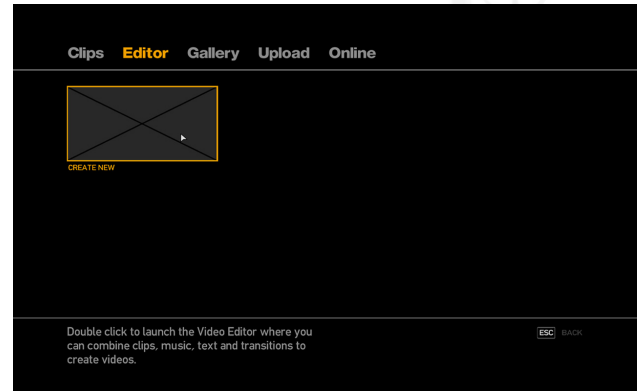
Favorites

Now that you've updated your thumbnail, you can make the Clip a Favorite, so it will be even easier to find later on. To mark a Clip as a Favorite, drag it on top of the Favorites menu. Clips that have been added to your Favorites folder will be marked with a star. Your Favorites folder is like a playlist; you can add or delete Clips from it without affecting your Archives. However, deleting a Clip from your Archives will permanently remove it.



Editor Section

Once you're done organizing your Clips, you can move on to the Editor section. The first area of the Editor section you will see is your Video Archives. All of your working Videos are stored and organized in the Video Archives in the order they were most recently worked on. From here you can decide to continue editing an existing Video, or create a new one by double clicking the Create New thumbnail.



Clip Editor

To edit a Clip, drag it from the Clips menu on the left side of the screen to the Storyboard area. Double click it to load the Clip in the Clip Editor.

Toolbar / Time Bar

Once you load a Clip into the Clip Editor, you'll notice a Time Bar at the top of the screen with a Toolbar underneath it.

Like the Clip Viewer, you can pause or resume Clip playback by using the Play/Pause button on the Toolbar or the Spacebar on your keyboard. The Fast Forward button can be clicked up to three times for varying speeds (Rewind only has a single speed), or if you like keyboard shortcuts, you can use the Left and Right Arrow keys. You can right click the Fast Forward and Rewind buttons or use the Up or Down Arrow keys to step forward or backward through your Clip frame-by-frame. This type of control is very useful when you want to make precise edits. You can jump to the beginning of your Clip at any time by hitting the Back button, or B on your keyboard. Edits to your Clip can be saved by pressing F6 or clicking the Save button on the Toolbar.

While your Clip is playing, you'll notice a Tab moving across the Time Bar. The Time Bar Tab represents your location in the Clip. If you want to jump around your Clip, you can drag the Time Bar Tab along the Time Bar to advance or reverse your Clip - or click anywhere on the Time Bar to jump to that spot instantly. You can grab and drag the Time Bar Extents at the far left and right ends of the Time Bar to trim the length of your Clip.

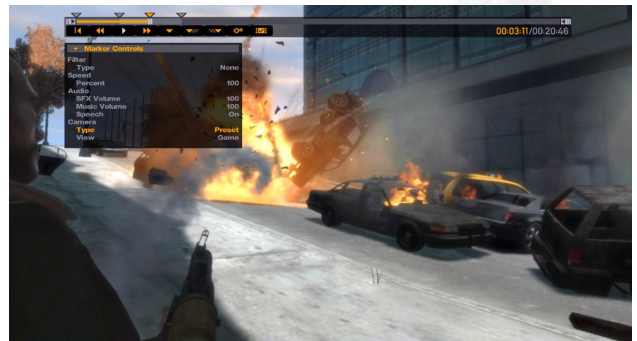
The Timer on the right side of the Toolbar indicates your position in time. Clicking on this Timer will toggle between the Clip Timer and the Video Timer. The Clip Timer indicates your position in the Clip relative to the length of the Clip itself. When the Video Timer is toggled, it indicates your position in the overall Video relative to its total length. This is helpful if you want a song or piece of text to appear at a specific moment in your Video. All you need to do is note your position relative to the Video Timer while in the Clip Editor and then slide your text or audio to that time on the Video Timer once you're back in the Video Editor.

Adding Markers

Other than the overall length of your Clip, which is controlled by the Time Bar Extents at either end of the Time Bar, all edits to your Clip are controlled within Markers. The Marker button looks like an upside down triangle. Clicking this button places a Marker into the Clip on your current frame. Hitting M on your keyboard will do the same thing. Markers can be dragged along the Time Bar, as long as the camera remains within range of your character. Markers cannot be dragged past one another, but can be snapped together so they're a single frame apart, allowing you to make instantaneous camera cuts. You can cycle through your Markers by using the Next/Previous Marker button located next to the Place Marker button on the Toolbar. The Greater Than and Less Than keys, better known as the Period and Comma keys, on your keyboard, act as the shortcut for this button. If you don't have a Marker selected, these buttons will jump you to the nearest Marker relative to the Time Bar Tab. This feature comes in handy as you begin to get the hang of the Clip Editor and want to move around your Clip quickly to make your edits.

Cameras – Preset

Clicking on a Marker will open the Marker Controls box under the Toolbar. Click on the Camera menu to expand it. By default, your Camera Type is set to Preset and the first preset you see is the Game Camera. This camera shows you exactly what you saw when you captured the Clip in the game. You can click the View option or scroll your Mouse Wheel to cycle through the various Preset Cameras available. Preset Cameras are locked on your character from various angles. They provide a good way to set up Videos quickly. Once you've specified a certain type of camera within a Marker, all subsequent Markers will inherit that Camera Type until you change it.



Custom Cameras – Target

For more control over your cameras, click the Type field in the Camera menu to switch your Camera Type to Custom. There are two types of Custom Cameras available: Free and Target. A Target Camera locks onto people in your Clip and can be maneuvered relative to that person. Much like the camera in the Clip Viewer, you can hold down the Right Mouse button and move the camera around. You can use W and S to move the camera in and out as well as the Mouse Wheel to lower or raise the Target Camera Offset. (Hold Shift to move the camera more quickly.) Q and E will control the camera's tilt. The Target Camera also has a Lock setting: Position locks the camera's horizontal position, and Orientation locks the camera's horizontal and vertical position around the player. Play around with these options and see if you can find an interesting angle to hold on your target for a few moments. The camera will automatically adjust when it comes into contact with walls or objects, so keep that in mind when trying to set a distance between the target and the camera.

The Target Camera is locked onto your character by default, but you can target other people in your Clip by scrolling through the Target field in the Camera menu. This can often reveal events you weren't even aware of.

Custom Cameras – Target continued

FOV

The camera's Field of View can also be controlled by changing the FOV value in the Camera menu.

Movement

Movement allows you to transition the camera between two Markers with different camera positions. Target Cameras move in an orbit around their target. Place two Markers a few seconds apart from each other on the Time Bar. Set each Marker's Camera Type to Custom with the View set to Target. The speed of the camera's movement depends on the distance the Markers are from each other so keep that in mind when thinking about how you want the camera to move. Once you have selected locations for the two cameras, click the first camera's Marker and select the Orbit option in the Movement field. Now the camera will transition between the two Markers when you play your Clip. Move the cameras around and play with the spacing between the Markers to get different, sweeping views of the characters in your Clip.

If you wish to do a complete rotation around a target it will require more than two Target Cameras with Orbit active. Place Markers that control Movement Cameras as evenly as possible so their speed doesn't fluctuate.

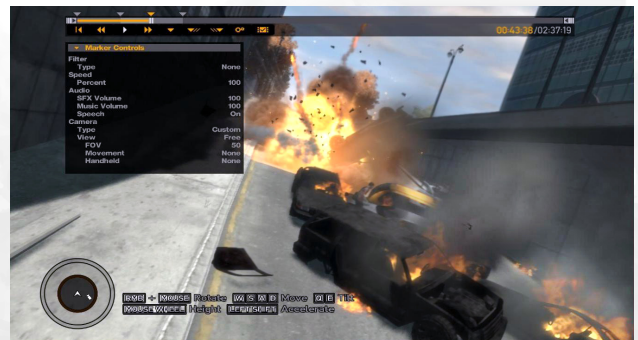
The Ease option allows you to ease the camera out of one Marker and into another. It's a good way to soften your camera movements. You can also use Ease to slow the camera as it moves through one Marker on the way to another by selecting the In/Out option. These sudden camera speed reductions in the middle of a move can place emphasis on an event you want to highlight.

Handheld

There's a Handheld field in the Camera menu that enables you to add a Low, Medium or High degree of random movement to your camera. This can help make your shots feel more natural or spontaneous.

Custom Cameras – Free

The second type of Custom Camera is the Free Camera. With Custom still selected in the Camera's Type field, click the View field to change the camera from Target to Free. The Free Camera, as its name suggests, gives you many options when setting up your shots. It allows you to fly around the world and look at anything you like. The Free Camera's controls function much like the Target Camera's, but the Free Camera has a greater range of motion because it's not attached to anything. Press W, A, S, D to move Forward, Left, Backward, and Right. Holding the Right Mouse button and moving the mouse around allows you to rotate your camera heading. As with the Target Camera, the mouse wheel moves the camera up and down and Q and E will tilt the camera. Hold down the Shift button on your keyboard while moving the camera to increase its speed.



Movement

Like the Target Camera, you can use the Free Camera to set up moves. The Free Camera has two different options in its Movement field: Linear and Blend. Linear will take a more direct route between Markers while Blend will try to soften transitions between two or more Markers. The orientation and position of your cameras relative to one another will determine which option best suits your camera move. Experiment with both to see which one works best.

Free Camera Radar

When you have a Free Camera selected, you'll notice a Radar appear in the bottom left-hand corner of the screen. The Free Camera Radar indicates your Free Camera's range of motion relative to your character. Like in the game, your character is represented by an arrow icon, and will always be in the middle of the Free Camera Radar. The Camera icon represents the position and heading of your Free Camera relative to your character. The Free Camera Radar has two circles. While inside the inner circle of the Radar, the camera can face in any direction. Once the camera leaves the first ring, it must begin facing back toward your character. In other words, you can move the camera further away from your character if you're facing that character's direction. If you start to get close to the first Radar boundary and you aren't facing back toward your character a message will appear on-screen to warn you that you're approaching the camera's extents.

Like the Target Camera, you can use the Free Camera to set up moves. The Free Camera has two different options in its Movement field: Linear and Blend. Linear will take a more direct route between Markers while Blend will try to soften and smooth out transitions between two or more Markers. The orientation and position of your cameras relative to one another will determine which option best suits your camera move. Experiment with both to see which one works best.

Marker Controls

Now that the different types of cameras and movements available to you have been discussed, we can move on to the other Marker properties you can adjust.

Filter

The first menu in the Marker Controls box is Filter. Filter applies a screen effect to your Clip. An effect will remain active until you change it in a subsequent Marker. This prevents you from having to apply the same effect to dozens of Markers if you've been working on a Clip for a while and decide you'd like to see how the whole thing looks under the Steel filter for example. However, once you've adjusted an effect in a Marker, that Marker will always have its Filter set manually.

Speed

The second Marker field you can change is Speed. You can adjust the speed of your Clip from extremely slow to very fast. Play around with these to find something that works for you. Speed can be changed as many times as you like during a Clip; however, unlike the Filter menu, each new Marker you place will have its Speed value reset to 100 (normal speed). Speed changes must be set on each individual Marker. The Time Bar, Video Timer and Marker spacing will all adjust as you change speeds since slowing down or speeding up your Clips affects the overall length of your Video. Speed changes are represented by subtle differences in the gray color of the Time Bar.

Audio

The Audio menu in the Marker Controls box allows you to adjust sound levels in your Clip for as long or brief a period as you like. If you've placed a song in your Video and you want to emphasize a particular moment, you can use a Marker to turn the sound effects down or off with the SFX Volume field. On the other hand, if you want the sound effects to overpower the music or wish to adjust the music's volume throughout the Clip to build suspense, you can change the volume using the Music Volume field. You can also turn recorded character dialogue on or off using the Speech field. Like all the Marker menus you've seen so far, you can adjust these as much as you like within a Clip.

Remember that you can trim a Clip at any time by dragging the Time Bar Extents at the far left and right of the Time Bar. The Time Bar Extents also snap to Markers so you can start the Clip off with one of your Custom Camera shots.

Tools Menu

Clicking on the Tools button will give you some additional options and their Hotkeys.

Hide HUD

Press H to toggle the game's interface on and off so that you can get a better view of the action.

Toggle Hotkey

Brings up a menu with a list of all the different Hotkeys and their functions within the Clip Editor. Familiarizing yourself with the various Hotkeys and their functions will make the editing process more efficient and enjoyable for you.

Toggle Time

Swap the Video Timer between the Clip Time and the entire Video Time, so you can see where you are in relation to length of your Clip, or where you are in relation to the length of your entire Video. Remember you can do this by clicking on the Timer itself as well.

Set Thumb

Records the frame you're currently on and creates a new thumbnail for that instance of the Clip you're editing on the Storyboard. This makes it easy to tell which instance of a Clip contains different edits on the Storyboard if you happen to reuse a Clip multiple times in a Video.

Toggle Tool Tips

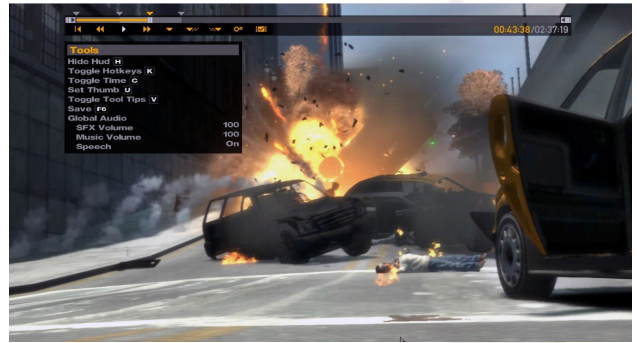
Display or hide rollover tips in all the sections of the Video Editor. When first starting out, the Tool Tips will be set to On by default.

Save

Save your Video by pressing F6.

Global Audio

Allows you to lower or raise the global volumes of SFX and Music in your Clip. You can turn in-game dialogue on or off by toggling Speech. These setting will affect your entire Video.



Creating Videos

Press the Esc button to get back into the Video Editor from the Clip Editor. Begin assembling your footage by dragging more Clips from the Clips menu onto the Storyboard. It is a good idea to give your Video a title and save it before you begin editing. If you decide not to name your Video, it will be given the default name. Click on “Enter title” and type something in. If you’re not happy with the title, you can edit it later. Press F6 to save.

On the left side of the screen, there is a list of expandable menus: Clips, Songs, Text and Transitions. In the Clips menu, you’ll see your Clip thumbnails organized the same way they are in the Clips section. Click on the different headings (Favorites, Today, Archives, etc.) to gain access to your Clips. This is where the Favorites menu can come in handy. If you’ve used the Favorites menu to gather a group of Clips, and you’ve assigned them all custom thumbnails, sorting through your desired footage and deciding what order to place it on the Storyboard will be a much easier process.

Storyboard

You can drag and place Clips on the Storyboard in any order you choose. Double clicking a Clip in the Clips menu will automatically place it at the end of the sequence. The order of Clips already on the Storyboard can be rearranged by dragging them around, or you can cut and paste them using Ctrl+X and Ctrl+V. If you wish to duplicate a Clip and the edits you’ve made to it, you can copy and paste it using Ctrl+C and Ctrl+V. The sequence of Clips on the Storyboard determines the order in which the Clips will render out in your final Video.

As you add Clips and move them around on the Storyboard, the time they appear in your Video is updated in the bottom left hand corner of the Clip. As you highlight Clips, their total individual length is displayed in the top left hand corner of the Clip thumbnail.

Video Timelines

Directly beneath the Storyboard is a section called the Video Timeline. The Video Timeline is comprised of the Time Scale, the Clip Timeline, the Audio Timeline, and the Text Timeline. The upper most timeline is the Clip Timeline; it indicates how long each Clip is relative to your entire Video. The size of the thumbnails on the Clip Timeline, as well as the Time Scale above it, adjust as you add or remove footage from your Video. As your Videos grow in length and complexity, the Video Timeline as a whole becomes very useful. When you have many Clips of differing lengths, clicking on one of the thumbnails on the Clip Timeline will jump to the corresponding Clip on the Storyboard for quick access. The thumbnails on the Clip Timeline can also be used to highlight and select Clips on the Storyboard.

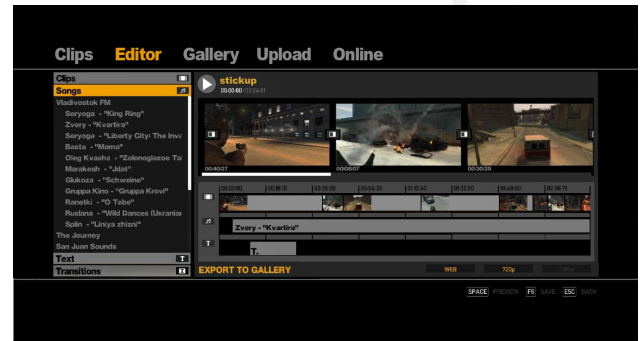
Below the Clip Timeline are the Audio and Text Timelines. You can drag and drop songs from the game, or text you have entered into these timelines. By lining up text or audio with the thumbnails in the Clip Timeline, you can ensure everything is playing exactly when you want it to. As you move text or audio around on their timelines, you’ll also see a counter changing below your Video’s title. This is the Video Counter and it indicates where your selection falls relative to the entire length of the Video. You can even use the Left and Right Arrow keys on your keyboard to nudge audio and text by hundredths of a second to ensure precise placement. The Video Timeline as a whole plays a crucial part in illustrating how all the elements of your Video fit together.

Once you’ve selected a Clip you want to edit for your Video, press Enter on your keyboard or double click the Storyboard thumbnail to edit that individual Clip.

Adding Music

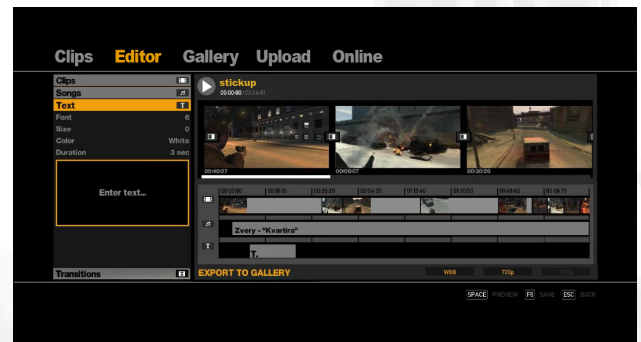
At some point during the editing process you may decide you'd like to add music to your Video. Click on the Songs menu to open a list of tracks available for use in your Videos. Click on it to open a list of tracks available for use in your Videos. You can preview any of these songs by double clicking them or clicking the play button beside them when they're selected. To add a song to your Video, drag it onto the Audio Timeline. Drag the song left and right on the Audio Timeline to adjust when you want it to begin playing.

You can use the arrow keys on the keyboard to nudge the song left or right by small increments. If you want your song to begin at a precise moment in your Video; pay attention to the Video Timer underneath your Video's title to place it exactly where you want.



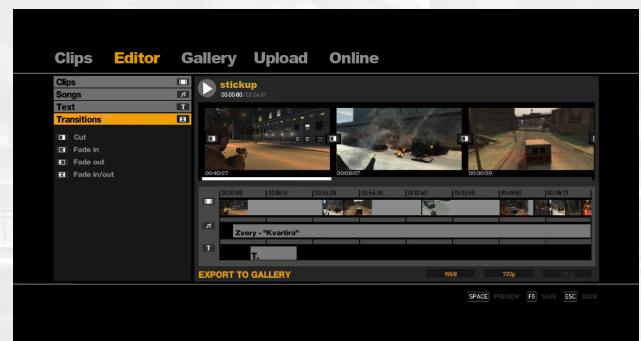
Adding Text

The Text menu is a way for you to display a message on-screen during your Video. Open the Text menu and then double click the Enter Text box. You can now enter your message and then adjust the Font, Size, Color, and Duration fields while the text area is active to customize the message. Then, like songs, you can drag your text onto the Text Timeline and manipulate it in the same way you do songs to have the text appear at a precise moment.



Adding Transitions

When you open the Transitions menu, you see four options represented by different icons; Cut, Fade In, Fade Out, and Fade In/Out. Cut is the default transition between all your Clips in a Video. A Fade In transition will fade the Clip in from a black screen, while a Fade Out will place a fade to black at the end of the Clip it's assigned to. Fade In/Out means the two Clips joined by that Transition icon will have a fade to black between them. Drag your desired Transition icon to the transition space on the Clip where you want the transition to occur. Every Clip in the Storyboard has space to drag a Transition In and a Transition Out icon. The transitions will not show up until you render your Video.



Previewing, Rendering and Exporting

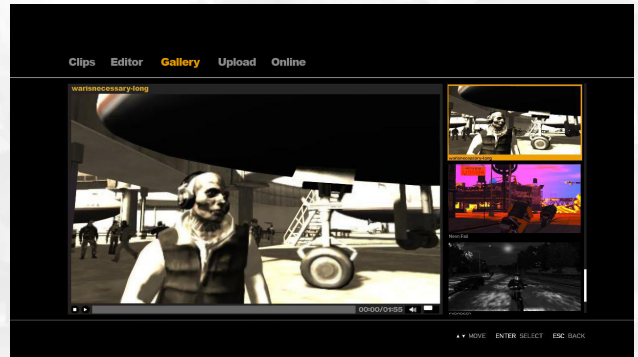
You can Preview your entire Video from the Video Editor by pressing the Spacebar. During a preview, all the Clips in your Video will play out sequentially with loads between each Clip. If you've added music to your Video it will pause during the loads between Clips and resume at the correct time to stay in synch with the preview. To stop the preview and return to the Video Editor at any time hit the Esc button. To Pause a Clip during a preview and resume editing it, press the Spacebar. This will cancel the preview, and activate the Clip Editor for the current Clip. To preview the Video again, exit the Clip Editor by hitting the Esc key and restart the preview from the Video Editor.

While in the Video Editor you can update the thumbnail image for your Video by pressing U on your keyboard when you have a Clip on your Storyboard selected. This will make the thumbnail for your Video match the thumbnail for that Clip. Your Video's thumbnail is important because, along with your Video's title, the thumbnail will help you recognize it in the Video Archives, the Gallery section and the Upload section. It's also the image that will represent your Video if you decide to upload it to Rockstar Games Social Club TV. If you don't update the Video's thumbnail, it will be the first frame of your Video by default.

Once you're happy with your Video and you've chosen a name, finished your editing, and added any text, music or transitions you want—you can export it. Exporting Videos will automatically place them in your Gallery. There are three different resolutions at which you can render your Video: Web quality (for upload to Rockstar Games Social Club TV), 720p and 1080p. Your in-game resolution (which can be set in the "Graphics" section of the Pause menu) needs to be set to a value that meets or exceeds the resolution at which you want to export to Video. If you cannot export at a certain resolution, the button will be grayed out and unresponsive. Click any of the three export options and the Editor will begin to export to Video. A bar along the top of your screen represents the progress of the render. High resolution Videos take longer to render than low resolution ones.

Gallery Section

When your Video has finished exporting, you can watch it in the viewer located in the Gallery section. The Gallery organizes and stores all of your rendered Videos chronologically, so your latest Video will be at the top of the list. From here, you can preview all of your Videos to determine if they are ready to be uploaded to Rockstar Games Social Club TV.



Upload Section

When you open the Upload section, you'll see all the Videos you've exported at Web quality on the left side of the screen and the Videos you've previously uploaded on the right. To upload a new Video, select it and click on the Upload button. You will be prompted to enter tags and a brief description of the Video. When the Video has finished uploading, you will see it in the menu on the right. When the Video has finished uploading you will see it in the menu on the right. You can return here to quickly check the number of views and the ratings your Videos are receiving on Social Club TV.

Online Section

Remember to check Rockstar Games Social Club TV to compare your Videos with others from the community, rate and comment on Videos, and take part in contests. Click the Online Section if you want to open Social Club TV from the Video Editor.

Tips

- Remember that Clip capture is enabled by default in both single and multiplayer modes. In single player mode, as long as something is in range of your character, you'll be able to create Clips based around that. It is sometimes beneficial to think of your character as a Cameraman.
- Vehicles can be utilized to create long sweeping shots if you drive or fly, by the scene you wish to capture. In the Clip Editor, you'll be able to create Linear or Blending movement shots with the Free Camera to exclude the vehicle you used to create the original Clip.
- Multiplayer modes like Free Mode and Party Mode are a great place to assemble a group of friends or strangers to collaborate on a Video. Multiplayer characters will give you a wide range of actors and wardrobes for your Videos and the endless supply of vehicles, weapons and scenarios will allow you to create a Video in any genre you choose.

Controls

Keyboard and Mouse

Play/Pause – Space
Back – B
Rewind – Left Arrow
Fast Forward – Right Arrow
Frame Advance – Up Arrow
Frame Rewind – Down Arrow
Place Marker – M
Cycle to Left Marker – < or ,
Cycle to Right Marker – > or .
Delete Marker – Delete
Display Tools – T
Hide Hud – H
Toggle Hotkeys – K
Set Thumb – U
Toggle Time – C
Toggle Tool Tips – V
Save – F6

Target Camera:

Rotate – Right Mouse button + Mouse
Zoom – W / S
Tilt – Q / E
Offset – Mouse Wheel
Accelerate – Left Shift

Free Camera:

Rotate – Right Mouse button + Mouse
Move – W / S / A / D
Tilt – Q / E
Height – Mouse Wheel
Accelerate – Left Shift

The Video Editor has been designed for keyboard control. Please note that some controls will be limited with the controller.

Controller

Mouse – Right Stick
Left Mouse button – LT
Right Mouse button – RT

Free and Target Cameras:

Mouse – Right Stick
Movement – Left Stick
Mouse Wheel – D-pad Up / Down